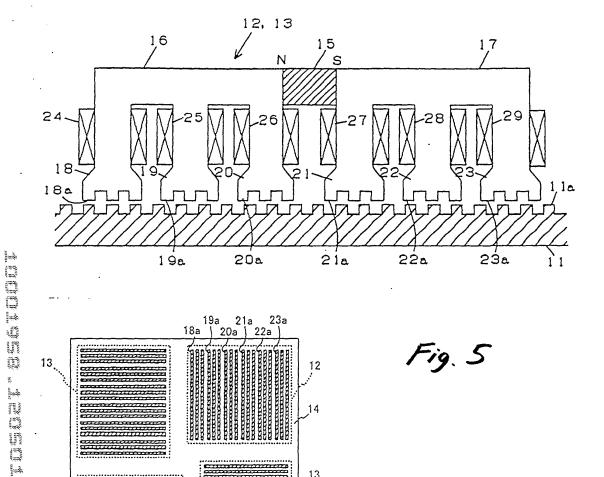
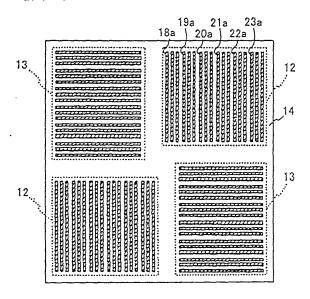


Fig. 3

KOBAYASHI Q67392 GAME MACHINE USING SELF-PROPELLED **MEMBERS** 

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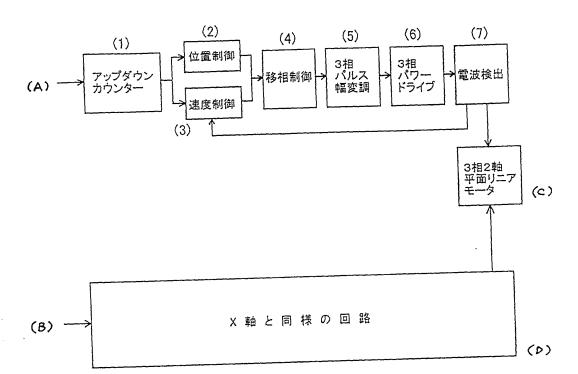


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Fig. 6

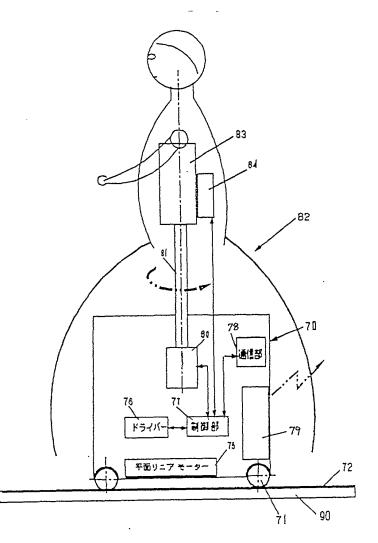


- (1) up/down counter
- (2) position control
- (3) speed control
- (4) phase control
- (5) three-phase pulse width modulation
- (6) three-phase power driving
- (7) current detection
- (A) X-direction motor driving instruction (pulse train or commands)
- (B) Y-direction motor driving instruction (pulse train or commands)
- (C) three-phase biaxial planar linear motor
- (D) same circuit as circuit for X-direction

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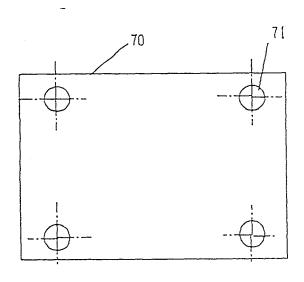


75: planar linear motor

motor driver 76:

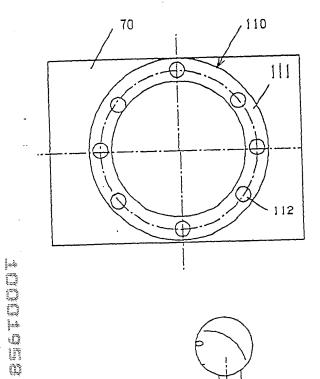
77: controller

78: communicator



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Mr. And Allen H. And Ann. W.

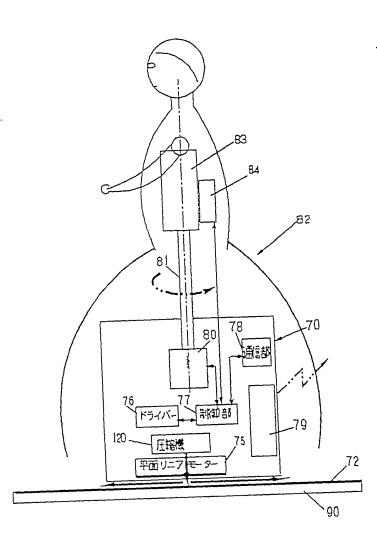


Fig. 10

75: planar linear motor

motor driver 76:

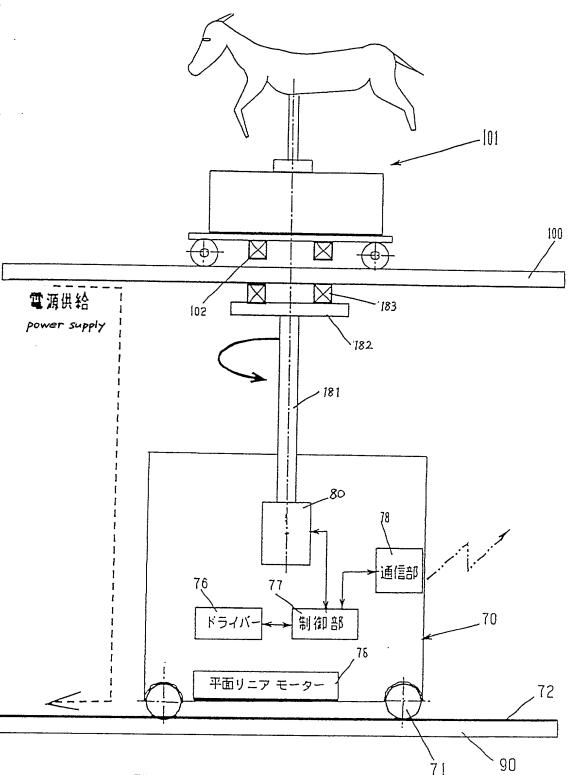
controller 77:

communicator 78:

120: compressor

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Fig. 11



75: planar linear motor

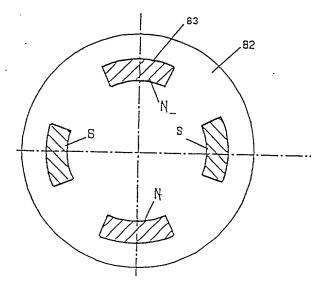
76: motor driver

77: controller

78: communicator

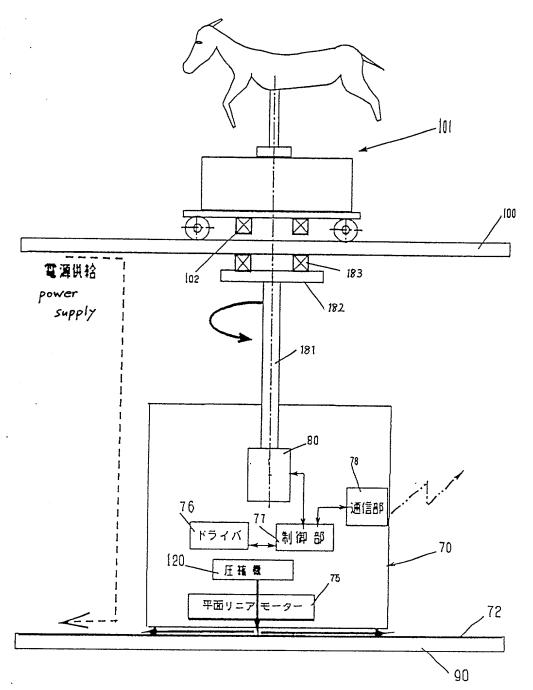
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75: planar linear motor

76: motor driver

77: controller

78: communicator

120: compressor